Tactic Craft

Language-Driven Tactical Adaptation for StarCraft II



Perception block: extract feature

Decision block: decision making

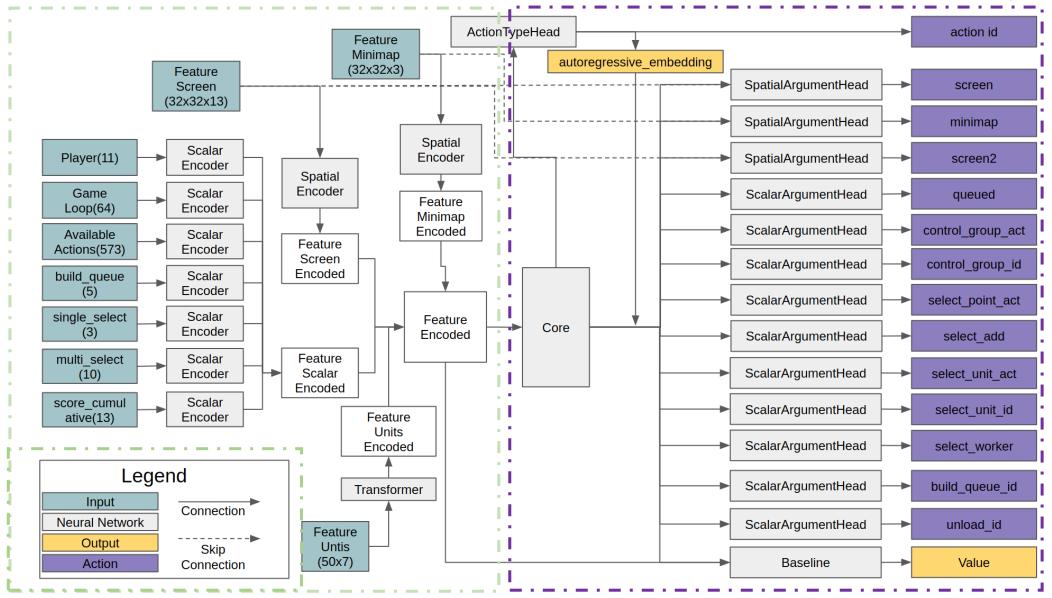
AlphaStar

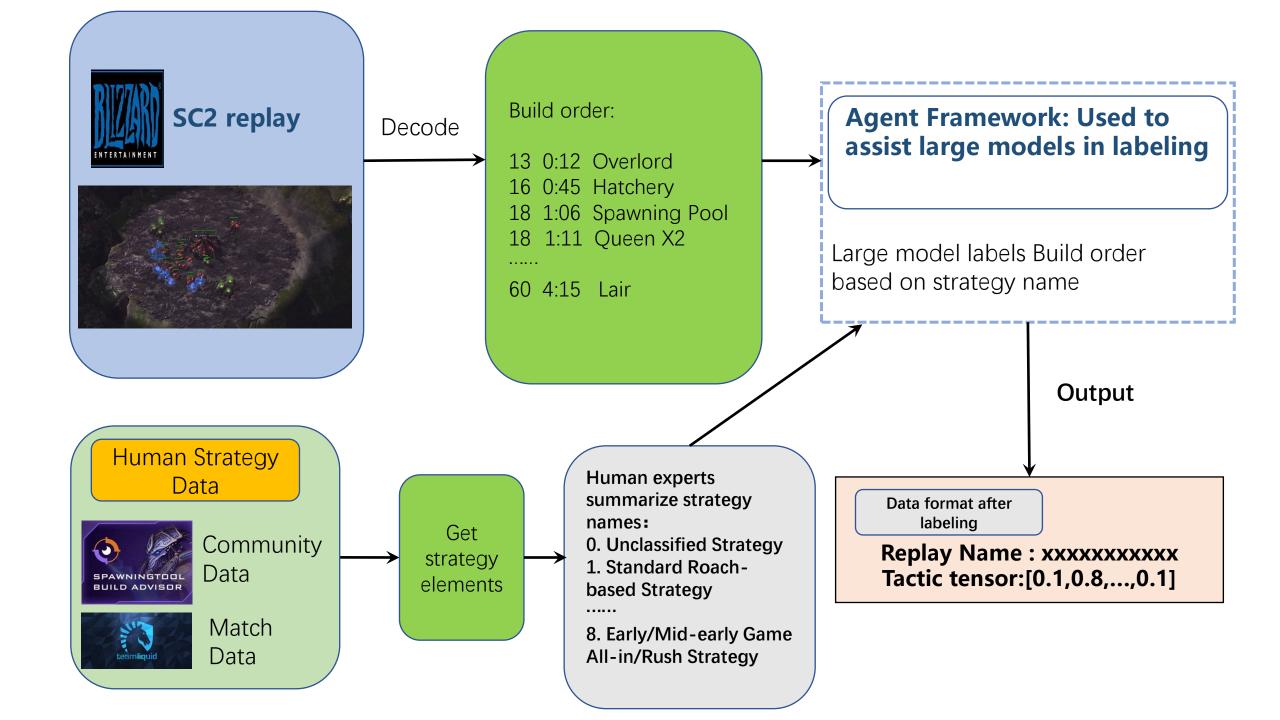
Network Structure:

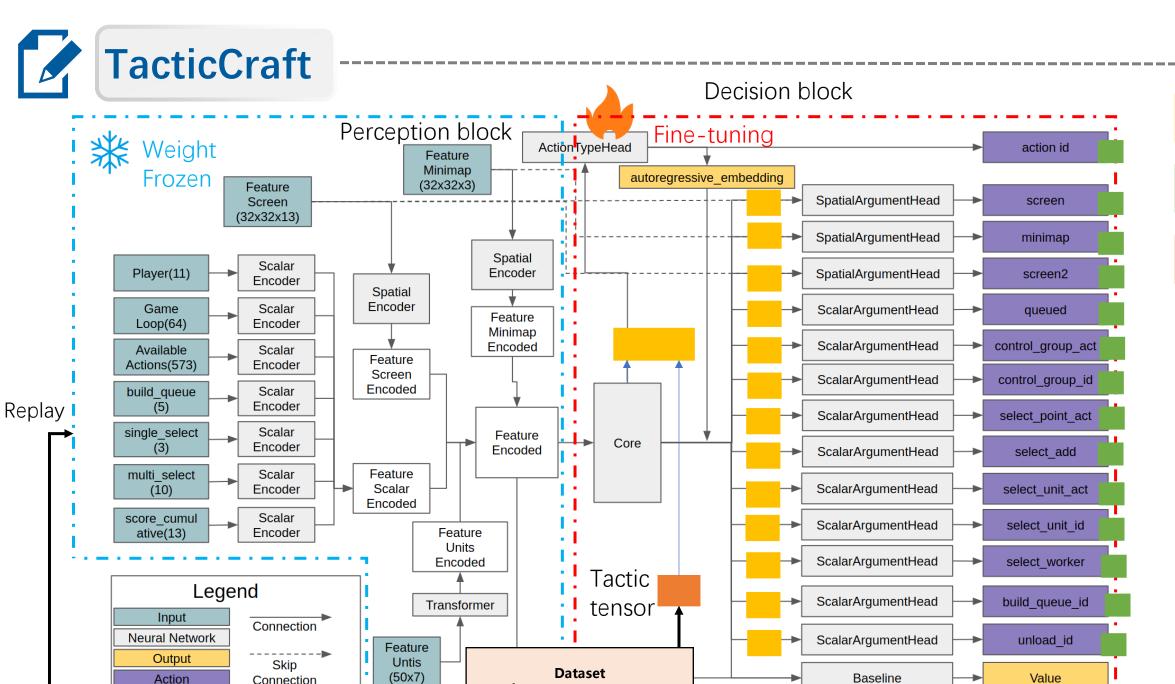
Perception Block

&

Decision Block







Replay Name: xxxxxxxxxxx Tactic tensor:[0.1,0.8,...,0.2]

Connection

Adapter

KL

Tactic **Tensor**



Inference Phase

